

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A method, comprising:

determining that a display unit ~~is to be in an~~ has transitioned from a higher power state to a power off state; and

arranging for an opaque graphical user interface window to be created in a graphics memory unit in response to the determination.

2. (original) The method of claim 1, wherein the opaque window occupies substantially all of a graphical user interface area.

3. (currently amended) The method of claim 1, wherein a plurality of windows ~~may~~ co-exist in the graphical user interface and the opaque window is created such that it would be displayed from the graphics memory unit on top of other windows.

4. (currently amended) The method of claim 1, wherein the power off state is associated with a system's low-power state.

5. (original) The method of claim 1, wherein said determining comprises:

receiving from a user a request to turn off the display unit.

6. (currently amended) The method of claim 1, wherein said determining is based on an automatic power transition of the display unit after a period of relative inactivity.

7. (currently amended) The method of claim 1, further comprising:

determining that the display unit ~~is to be in an on~~ has transitioned back to the higher power state; and

arranging for the opaque window to be removed from the graphics memory unit.

8. (currently amended) The method of claim 1, wherein the display unit is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, [and] or (vi) a game system.

9. (currently amended) The method of claim 1, wherein at least one of said determining and said arranging is associated with at least one of: (i) a software application, (ii) a hardware device, (iii) an operating system, (iv) a driver, [and] or (v) a basic input/output system.

10. (currently amended) An apparatus, comprising:

an input to receive an indication that a display unit ~~is to be in an~~ has transitioned from a higher power state to a power off state; and

a device to arrange for an opaque graphical user interface window to be created in a graphics memory unit in response to the received indication.

11. (original) The apparatus of claim 10, wherein the opaque window occupies substantially all of a graphical user interface area.

12. (currently amended) The apparatus of claim 10, wherein a plurality of windows ~~may~~ co-exist in the graphical user interface and the opaque window is created such that it would be displayed from the graphics memory unit on top of other windows.

13. (currently amended) The apparatus of claim 10, wherein the power off state is associated with a system's low-power state.

14. (currently amended) The apparatus of claim 10, further comprising:

wherein the device is to further arrange for the opaque window to be removed when the display unit ~~is to be in an on~~ transitions back to the higher power state.

15. (currently amended) The apparatus of claim 10, wherein the device is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, [and] or (vi) a game system.

16. (currently amended) An apparatus, comprising:

a storage medium having stored thereon instructions that when executed by a machine result in the following:

displaying a first window of a graphical user interface operating system on a display unit,

displaying a second window of the operating system on the display unit, wherein the second window is displayed over the first window,

performing calculations to make the second window semi-transparent, such that a faded image of the first window is visible to a user through the second window,

determining that [a] ~~the~~ display unit ~~is to be in an~~ has transitioned from a power on state to a power off state, and

responsive to the transition, arranging for ~~an opaque~~ a third graphical user interface window of the operating system to be automatically created in response to the determination, wherein the third window is opaque and occupies substantially all of a graphical user interface area such that neither the first nor second window would be visible to a user and said calculations are no longer performed.

17-18. (canceled)

19. (original) The apparatus of claim 16, wherein the off state is associated with a system's low-power state.

20. (original) The apparatus of claim 16, wherein said determining comprises:
receiving from a user a request to turn off the display unit.

21. (currently amended) The apparatus of claim 16, wherein execution of the instructions further results in the following:

determining that the display unit ~~is to be in an on~~ has transitioned back to the power on
state; ~~and~~

arranging for the ~~opaque~~ third window to be removed; and

resuming said calculations to make the second window semi-transparent.

22. (currently amended) The apparatus of claim 16, wherein the display unit is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, [and] or (vi) a game system.

23. (currently amended) The apparatus of claim 16, wherein at least one of said determining and said arranging is associated with at least one of: (i) a software application, (ii) a hardware device, (iii) [an] the operating system, (iv) a driver, [and] or (v) a basic input/output system.

24. (currently amended) A computer system, comprising:

a random access memory unit to store graphical information;

a processor to execute an operating system associated with graphical user interface windows, wherein an opaque window is created in the random access memory unit responsive
~~response~~ to a determination that a display unit is to be in an off state.

25. (original) The computer system of claim 24, wherein the opaque window occupies substantially all of a graphical user interface area.

26. (currently amended) The computer system of claim 24, wherein a plurality of windows ~~may~~ co-exist in the graphical user interface and the opaque window is created such that it would be displayed from the random access memory unit on top of other windows.